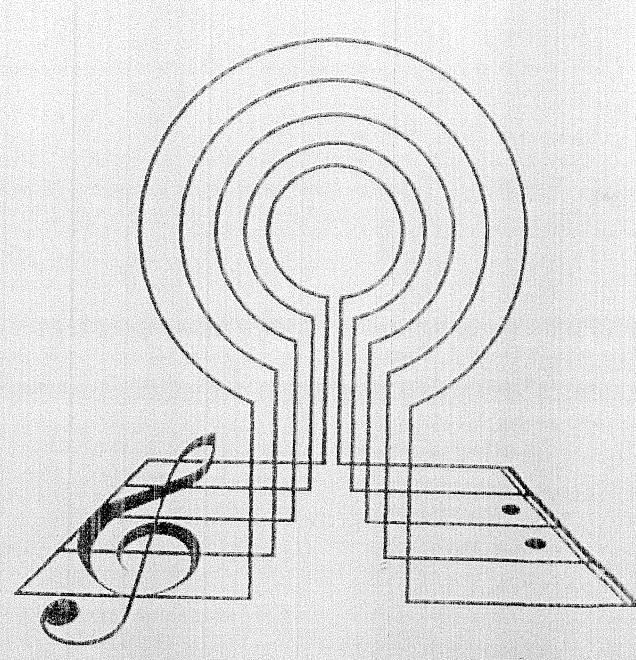
Technics

SX-K150/SX-K250



ENGLISH DEUTSCH FRANÇAIS
ESPAÑOL NEDERLANDS

8OFG4250

For U.S.A.

"This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- reorient the receiving antenna.
- relocate the electronic musical instrument with respect to the receiver.
- move the electronic musical instrument away from the receiver.
- plug the electronic musical instrument into a different outlet so that electronic musical instrument and receiver are on different branch circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

"How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4."

Technics

OWNER'S MANUAL
BEDIENUNGSANLEITUNG
INSTRUCCIONES DE MANEJO
INSTRUCTIONS D'EMPLOI
GEBRUIKSAANWIJZING

CAUTION

Voltage (except North America)
Be sure the voltage selector (located on the rear panel) is in accordance with local voltage before you use this unit. Use a minus screwdriver to set the voltage.

IMPORTANT (for GREAT BRITAIN)
THE WIRES IN THIS MAINS LEAD ARE COLOURED IN ACCORDANCE WITH THE FOLLOWING CODE:

BLUE — NEUTRAL
BROWN — LIVE

As the colours of the wires in the mains lead of this unit may not correspond with the colored markings identifying the terminals in your plug, proceed as follows.

The wire which is coloured BLUE must be connected to the terminal with the letter N or coloured BLACK.

The wire which is coloured BROWN must be connected to the terminal marked with the letter L or coloured RED.

This apparatus was produced to BS800: 1977.

WARNING: TO REDUCE THE RISK OF FIRE OR ELECTRICAL SHOCK, DO NOT EXPOSE THIS PRODUCT TO RAIN OR MOISTURE.
BEFORE YOU PLAY, PLEASE READ THE CAUTIONARY COPY APPEARING ON A LATER PAGE.

VORSICHT!

Netzspannung (ausgenommen Nord-Amerika)

Überprüfen Sie vor dem Einschalten, ob der Netzspannungswähler (an der Rückseite des Instruments) auf die richtige Netzspannung eingestellt ist. Sie können die Netzspannung mit einem kleinen Schraubenzieher umschalten.

WARNUNG: Aus Sicherheitsgründen sollten Sie das Instrument niemals Regen oder Feuchtigkeit aussetzen.

BEVOR SIE ZU SPIELEN ANFANGEN, BEACHTEN SIE BITTE DIE HINWEISE FÜR DEN ANSCHLUSS AUF EINER DER NACHSTEHENDEN SEITEN.

ATTENTION!

Tension-secteur (à l'exception de l'Amérique du Nord)

Avant la mise en marche, vérifiez que le sélecteur de tension (sur la face arrière de l'instrument) soit bien sur la bonne position. Vous pouvez modifier la tension de service à l'aide d'un petit tournevis.

AVERTISSEMENT: Pour des raisons de sécurité, n'exposez jamais l'instrument à la pluie ou à l'humidité.

AVANT DE COMMENCEA A JOUER, OBSERVEZ LES INSTRUCTIONS DE BRANCHEMENT SUR L'UNE DES PAGES SUIVANTES.

¡CUIDADO!

Tensión de la red (excepto America del Norte)

Antes de enchufar, prueba si el selector para la tensión de la red (en la parte trasera del instrumento) está ajustado a la tensión correcta. Puede conmutar la tensión con un destornillador pequenño.

CUIDADO: Por razones de seguridad nunca exponga Su instrumento a la lluvia o a la humedad.

ANTES DE EMPEZAR A TOCAR, PRESTE ATENCIÓN A LOS AVISOS PARA LA CONEXIÓN AL ENCHUFE EN UNA DE LAS PAGIMAS SIGUIENTES.

VOORZICHTIG!

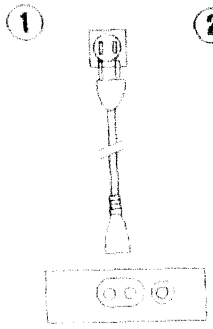
Netspanning (met uitzondering van Noord-Amerika)

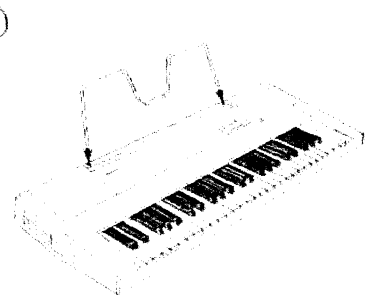
Controleert u voordat u begint te spelen even, of de spanningscaroussel (aan de achterzijde van het instrument) op de juiste netspanning ingesteld is. Met een kleine schroevedraaier kunt u de netspanning instellen.

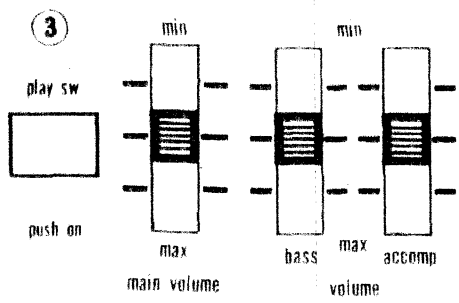
WAARSCHUWING: Ter vermijding van brand of kortsluiting dient u ervoor te zorgen dat het instrument niet in de regen of erg vochtig staat.

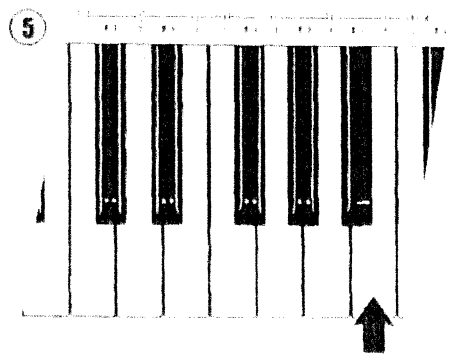
LEEST U VOORDAT U BEGINT TE SPELEN EERST DE AANSLUITGEGEVENS VERDEROP IN DEZE GEBRUIKS-AANWIJZING!

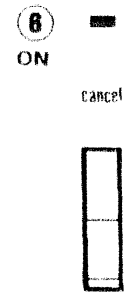
PLAYING YOUR TECHNICS IS EASY!...

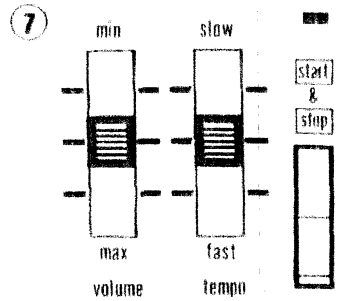


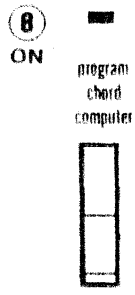






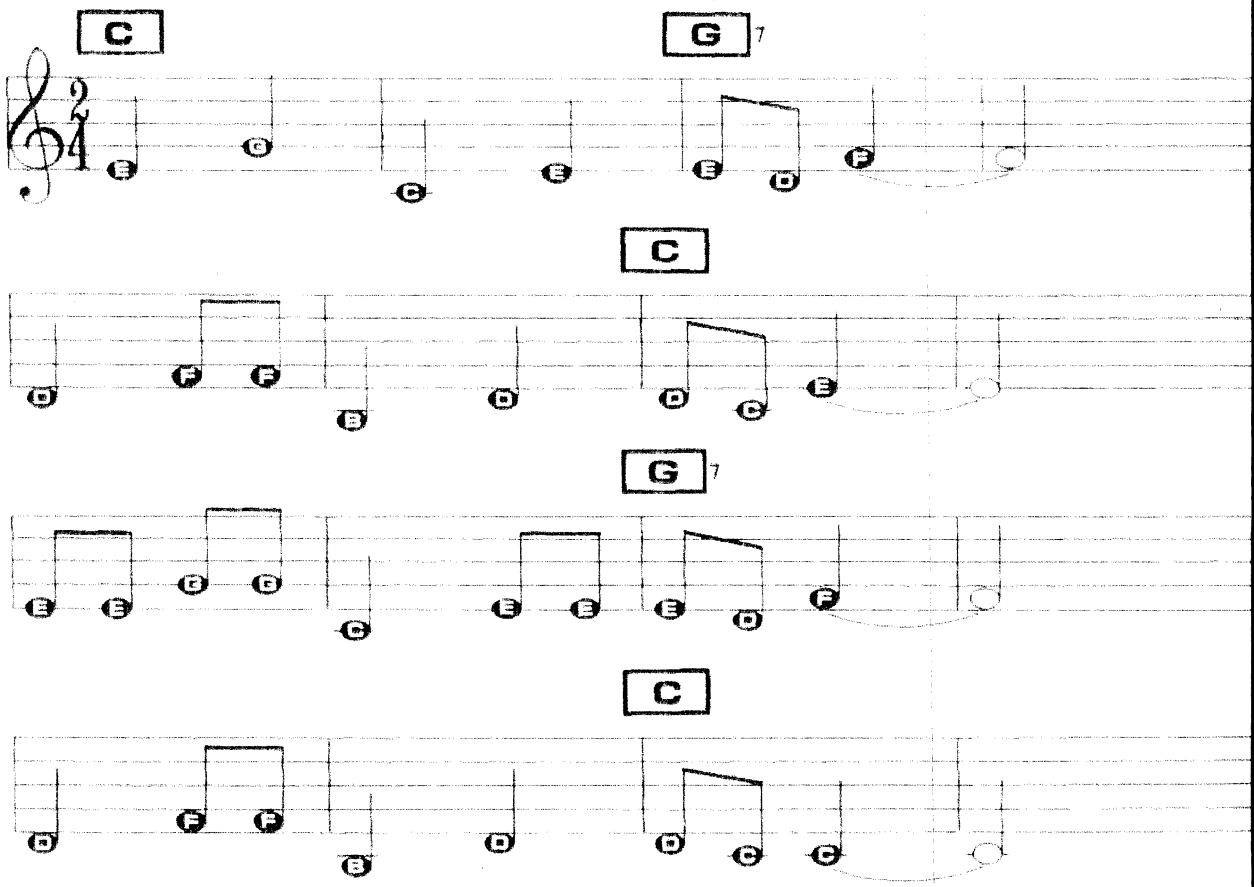






Listen to the drums play the samba rhythm — get the "feel" of it. Then

play the melod of MARIANNE



① ORCHESTRAL CONDUCTOR (K250 only)

These two controls allow you to choose between the **Poly Orchestral Presets** and the **Solo Synthesizer Presets**—or you can combine them by pressing both buttons at the same time. You can also change them as you play, which provides much variety for your music.

② POLY ORCHESTRAL PRESETS

You can use each of these voices as a solo instrument, as a section (see material on Techni-Chord), or in combination with the Solo Synthesizer Presets. All these sounds are polyphonic, which means they'll sound on up to eight keys at a time.

Tone Selector is a two-position button. When it is off or not pressed, it plays the voice you choose to press from the names indicated in the upper row. When the selector is pressed, it plays the voice you choose to press from the names in the lower row.

Organ I — Good for a wide variety of music, from liturgical to popular songs.

Organ II — Provides a preset jazz organ sound, complete with percussive attack.

String or **String ensemble** — Create beautiful, shimmering string sounds, either as a solo voice or an entire string section.

Brass — Can be used to sound like horns, trombones, or saxophones. A very versatile voice.

Accordion — Try it as a solo instrument and then combine it with the Solo Synthesizer Clarinet or Panflute.

Guitar is a soft, delicate voice that enhances many musical moods.

Piano is an authentic and versatile voice, good for music of all types.

Harpsichord — The quaint, dry sound of this instrument sounds good on many classical selections or on certain popular favorites.

Sustain is the gradual fading out (decay) of musical tones. This control add the effect to the Poly Orchestral voices. Adjust the length of the fade out with the slide control.

③ EFFECTS

■ **K150**

Chorus control expands one voice of the orchestral presets to sound like many — an exciting illusion.

■ **K250**

Organ Tremolo, when pressed, gradually adds a full theatrical tremolo effect to the Organ I and Organ II voices.

Celeste & chorus control enables you to use the celeste effect to create a colorful new dimension — the spaciousness of a huge concert hall or arena. Combine the effect with String Ensemble and have your own symphony orchestra.
Celeste is available on Organ I and II, String Ensemble, Brass, and Accordion. The same control adds the chorus effect to the Piano, Guitar and Harpsichord voices.

④ SOLO SYNTHESIZER PRESETS (K250 only)

Technics has made synthesizer effects easy — they're all preset sounds! Each voice produced by the PCM system is realistic with all the typical characteristics of each instrument.

● Presets such as the Clarinet and Panflute produce sound lower in range than that of real instruments. However, when pressing a key, it takes a longer time to achieve a full sound at the lowest octave in particular. Therefore, when playing at quick tempo, play at a higher range to ensure effective performance.

Clarinet is a rich, woody voice, best suited for a soft, mellow solo.

Panflute sounds so real – the breathy attack, the soft mellow tone – you'll hardly believe it's really your Technics keyboard.

Trombone has a smooth, round tone that blends very well with other voices.

Flute is a pure, free voice that complements any melody.

Saxophone has the tonal characteristics of a real tenor sax.

Synthe chopper is a percussive voice with a "key pop" effect, making it an ideal jazz or rock organ sound.

Trumpet dominates any voice combination because of its brilliant and sparkling tone.

Cosmic wah is a contemporary space-type sound, typical of the effects created by synthesizers in today's music.

All these sounds are monophonic which means they'll sound on only one key at a time no matter how many you press. This gives you the advantage of using these voices in combination with others, yet they'll remain solo sounds.

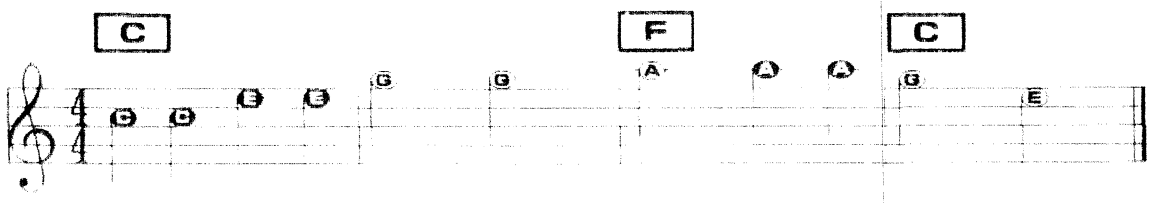
Tone Selector allows you to choose between the three upper and three lower voices.

Volume slide control adjusts the loudness of the synthesizer voices in relation to other sounds.

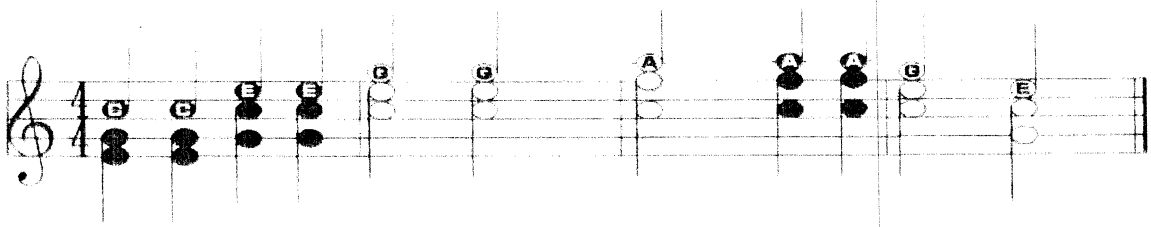
⑤ TECHNI-CHORD

Techni-Chord, when used with Auto Play Chord or Program Chord Computer features, makes your one-finger melodies sound like those of a professional keyboardist by transferring the chord tones you play on the accompaniment part of the keyboard (see Auto Play Chord) to each melody note you play on the solo part of the keyboard. To illustrate, press Organ I and play the example below – use either one-finger chords, or form your own.

Holy, Holy, Holy



Now press the Techni-Chord button and play the example again. Here's how your one-finger melody looks when written out — three-note melody chords!



NOTE: When you're using the Auto Play Chord feature, the melody with TechniChord is playable on the upper thirty keys. When you've entered the chords in the Program Chord Computer, the melody with Techni-Chord can be played over the entire forty-nine keys. Be sure to play the melody with only one finger on your right hand — Techni-Chord does the rest!

⑥ RECORD

Unlike Techni-Chord and various other features, Record creates no effect of its own. Instead, it is used in the operation of three different Technics features: **Transpose, Program Chord Computer,** and **Fullband Setting Computer.** When you press Record, its light goes on and the lights of the three features mentioned flash quickly. Press the button for the feature you wish to use. Its light will flash slowly and the lights of the other features will go out. NOTE: If you don't make your selection within about five seconds, all the lights will go out — just press Record again and then make your choice.

⑦ TRANSPOSE

Suppose you learn to play a song — in the key of C, for example — and decide you want to sing it, only to find it's either too high or too low for your voice. Your choice is to either learn the song all over again, in a different key, or to use the Transpose feature. Here's how you can quickly and easily put the song in a comfortable vocal range.

1. **Press Record.**
2. **Press Transpose.**
3. **Press one of the keys** in the section of the keyboard marked [G] – (C) – (F♯G♭), this automatically puts the song in a different key. You might have to try several keys before you find one that's comfortable. Do this by playing in the melody section (upper thirty keys) of your keyboard.
4. **Press Transpose again** to "lock in" the new key signature.

The light just above the Transpose button stays on continuously, telling you a transposition is in effect.

To change back to the original key, just press Transpose again (and the light goes out). You can recall the transposition by just pressing Transpose again.

Another good use for the Transpose feature is to allow you to play with certain other instruments — trumpet, saxophones, etc. — that are "built in different keys". The Transpose feature can allow you both to read the same music and what you play will sound good together.

NOTE: When you transpose to any key to the left of (C), certain keys at the extreme left end of the keyboard will produce no sound if you play them. This is not a sign of trouble; rather, it's a side-effect of some highly-advanced circuitry.

⑧ PROFESSIONAL RHYTHM

The rhythm unit, which employs a pulse code modulation (PCM) system for a more realistic sound, consists of rhythm buttons, start & stop devices, a downbeat light, and volume and speed controls.

Rhythm Selector is a two-position button. When it is off, or not pressed, it plays the rhythm you choose to press from the names indicated in the upper row. When the selector is pressed, it plays the rhythm you choose to press from the names in the lower row.

The rhythm buttons themselves are self-cancelling – if one is pressed and you choose a new rhythm, the light on the first button goes out when you press the button for the new pattern.

Start & stop button instantly starts and stops the drum rhythm; the rhythm always starts on the first beat of a measure. The LED light above this button indicates the downbeat by flashing on the first beat of each measure. This helps you relate the drum rhythms to the music and helps you keep track of "where you are" while playing.

Synchro start starts the drum rhythm you've chosen only when a key in the accompaniment section is pressed.

Volume allows you to adjust the loudness of the drums to be in perfect balance with the keyboard voices.

Tempo adjusts how fast or slow the rhythm is played.

⑨ AUTO PLAY CHORD

Auto Play Chord is an effective musical aid AND a source of enjoyment regardless of your previous musical experience. Combined with other exciting Technics features, Auto Play Chord can help you create a multitude of sounds using only one finger on each hand. Further, it can actually help you learn to play in the traditional manner. Let's see how.

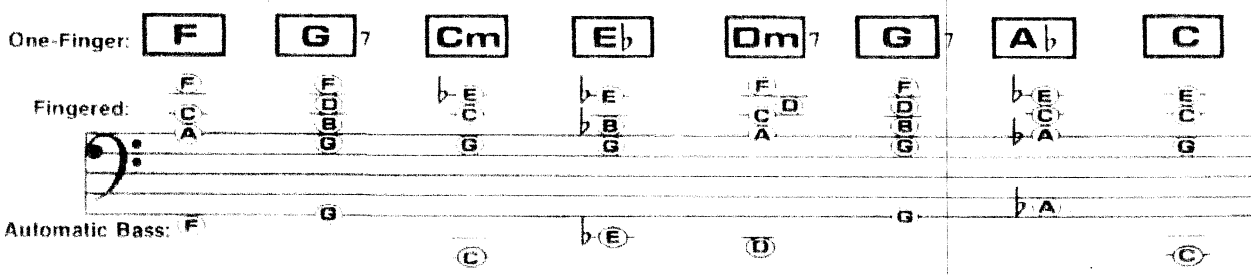
One finger allows you to play a full chord and bass tone by pressing any one of the nineteen lowest keys on your keyboard (the accompaniment section), these chords are called *major*, indicated by a chord symbol letter (C, E♭, etc.). To play *seventh* chords (G7, A♭7, etc.), play the key that names the chord (major) and any white key to the left of it. To play *minor* chords (Am, F♯m, etc.), play any black key to the left as you play the appropriate key. Occasionally you'll play *minor seventh* chords (Dm7, B♭m7, etc.). As you play the key that names the chord, play any black key AND white key to the left.

Fingered allows you to form your own chords in th accompaniment section of the keyboard; the correct bas tone is automatically provided.

Memory & Reset. Memory provides the sound of the one finger (or fingered) chord and bass tone even if you releas the accompaniment key(s). The chord and bass continue t sound until you play another chord. The Reset operation discussed in the material on the Program Chord Compute

Cancel shuts off the Auto Play Chord feature, permittin normal playing.

Set up your keyboard and play the chord example below. you use the One Finger button, play the chord key indicate by the letter-name in each chord symbol. If you play in th Fingered mode, form the chords as shown with your le hand — use Memory to allow yourself time to find the corre notes.



⑩ RHYTHMIC ORCHESTRA

This provides the accompaniment (chords and bass) when you use Auto Play Chord. If you play without automatic rhythm, the accompaniment will be sustained (continuous). If you use automatic rhythm, the bass and chords will be rhythmic, perfectly coordinated with the drums.

Accomp Volume enables you to balance the volume (loudness) of the chords with the other Technics voices.

Bass volume adjusts the volume of the bass.

I/II — If you have this button, you can choose between t chord accompaniment style described above (I), or arpeggio-style accompaniment (II). When the LED light illuminated, the feature is set for pattern II.

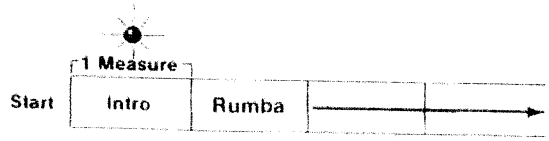
Either I or II is affected by the drum rhythm you select.

⑪ FILL IN & INTRO

This feature lets you use a one measure drum solo (or "fill") as an introduction to a song, or to connect different sections of a song. Using the rumba rhythm, let's see how this works.

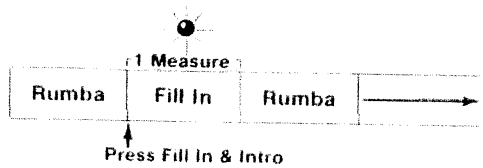
As an intro (introduction):

1. Press Rumba.
2. Press Fill In & Intro — indicator lights up.
3. Start the rhythm (Press Start & Stop). You'll hear the drums start with the intro and continue on to the rumba. After the intro, the indicator light goes out.



As a fill-in:

1. Press Rumba.
2. Start the rhythm.
3. Whenever you want the "drummer" to "fill-in", press Fill In & Intro — the fill-in is immediately played for one measure, after which the rumba rhythm resumes.



⑫ AUTO FILL IN

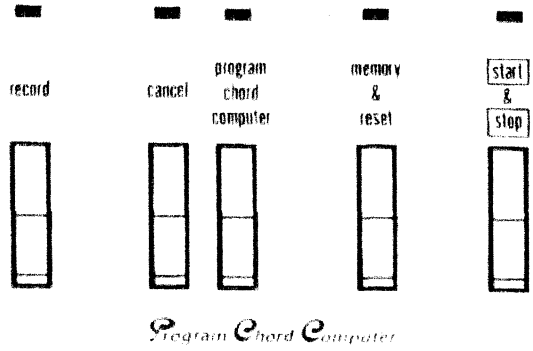
When you press this button and start the rhythm, a one-measure "fill-in" drum solo is heard at the end of every eight measures. This is great for connecting different sections of a song.

⑬ PROGRAM CHORD COMPUTER

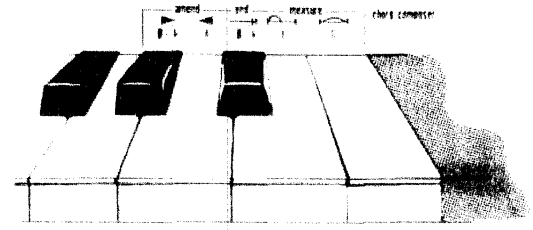
The Program Chord Computer, complete with a memory bank, is an amazing device that's exclusive to most Technics instruments. That's right — a computer built into the Technics keyboard! This makes it possible for you to program the chord accompaniment of an entire song and store it right inside the instrument. The main advantage of this is that, while you're learning to play a song, the computer can play the accompaniment, complete with rhythm, while you concentrate on practicing the melody.

This feature is also used in conjunction with the Fullband Setting Computer, which is discussed on later pages.

There are two groups of controls that operate the Program Chord Computer – the buttons illustrated below, and the five keys at the right-hand end of your keyboard.



Program Chord Computer



ENGLISH

Here's a brief description of each control button not previously described:

Program Chord Computer prepares the computer for the storage of the chords of your choice (after Record is pressed).

The rhythm **Start & Stop** enables you to play back, in correct sequence, the chord you've stored.

Memory & Reset can be pressed should you wish to s programming over from the beginning.

NOTE: A total of fifty (K150) or one hundred (K250) ch entries may be made in the built-in computer memory.

The five keys are used for the actual process of storing chords in the computer. Here's what they do:

stores a chord for an entire measure (one chord per measure).

stores a chord for a half measure (two chords per measure).

Amend keys (► ◄) are used to correct individual ch in a sequence, or to change chords already in the mer bank.

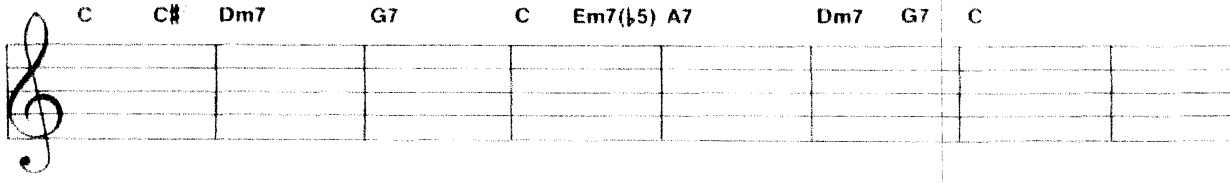
End is pressed when the entire chord sequence is stor

It's possible to store these types of chords:

Major	Minor	Seventh	Minor Seventh	Augmented	Diminished	Minor Seventh Flat Fifth	Major Seventh
C	Cm	C7	Cm7	C+ or C aug.	C° or C dim.	C ø or Cm7 (♭5)	CM7 or C maj. 7

Some of these chord types are not available as one-finger chords, no matter, however, since your computer easily mixes One-Finger and Fingered chords.

Use the following example to learn all operations of Program Chord Computer; the variety of chords prese will help you do this.



STORING CHORDS IN THE COMPUTER

1. Press Record and **Program Chord Computer**. Computer memory is now ready to receive the chords in the example.

Press and hold the C chord in the accompaniment section, either as a one-finger or fingered chord. DON'T PRESS THE ONE FINGER OR FINGERED BUTTONS, however, since doing so cancels the Record feature. While holding the C chord key(s), press the key marked . The chord sounds while you're holding it; as you press the key, you'll hear a "beep" — this tells you the chord is now in the memory. ALWAYS REMEMBER: When you hear the chord you want, THEN press or .

Since the C♯ diminished chord is not available as a one-finger chord, you'll have to form it yourself (C♯ - E - G - B♭). Hold it and press the key again. The "beep" sounds and the first measure is complete.

The second measure contains only the Dm7 chord. If you don't form it yourself, you can press the one-finger D chord and add a black key to the left (for minor) and a white key (for seventh). While holding this chord, press the key; the second measure is now complete.

Continue with the remaining chords in the example, entering half and whole measures as required. Incidentally, the notes of the Em7 (♭5) chord are E - G - B♭ - D. The last chord, C, is played for two measures. As you hold down the key(s), press the key twice — once for each measure.

2. Press the End key. This closes the memory to further storage, and turns off the Record switch. The LED light above the Program Chord Computer button stays on, however.

Other facts you should know about storing chords . . .

- Once fifty (K150) or one hundred (K250) chords are stored in a program, the "beep" no longer sounds when you attempt to store additional chords.
- To store "no chord" (N.C.) press either the key or key as necessary, without playing a chord.
- Chords stored in a program (without use of a Memory Pack) are cleared when the keyboard is turned off or unplugged.

ENGLISH

PLAYING THE PROGRAMMED CHORDS

After making sure the computer LED light is on, **start the automatic rhythm of your choice**. The stored chords are automatically repeated in sequence for the correct number of measures. The sequence continually repeats until you stop the rhythm.

When you are playing a programmed chord sequence and you wish to replay a certain part of the program — maybe you missed a melody note — press the **Start & Stop** button. This stops the automatic rhythm and the chords; at the same time, the program returns to the beginning of the chord sequence, allowing you to restart and play again.

MODIFYING OR CORRECTING PROGRAMMED CHORDS

Suppose you wanted to change the A7 chord in the example to an E♭7 — here are a couple ways you could do it.

USING THE AUTOMATIC RHYTHM

1. Press Record and Program Chord Computer (PCC) buttons.

2. Press Start & Stop to begin chord sequence with rhythm.

3. Stop the rhythm when the sequence reaches the A7 chord.

4. Play and hold the new chord (E♭7) and **press the key**. The new chord is now in the position of the original chord.

5. Press Program Chord Computer again.

USING THE FORWARD OR BACK KEYS

Step 1 as above.

2. **Press the Forward key once for each chord from the start of the program.** In this case, the A7 is the seventh chord in the sequence; watch the example and press ► seven times.

3. **Stop when you hear the chord you want to change.**

Steps 4 and 5 as above.

The ◄ key is used the same way when you want to move one chord at a time from the end of the program to the beginning.

Other facts you should know about changing chords . . .

- The ► and ◄ keys operate only when the rhythm is stopped and the Record and PCC buttons are pressed.
- Each press of the ► key advances one unit and each press of the ◄ key moves sequence back one unit, whether the unit is a whole measure or a half measure.
- Should you enter the wrong chord, press the ◄ key once and enter the correct chord.

SX-1 81

⑭ FULLBAND SETTING COMPUTER

This feature is used:

- To playback the accompaniment part for eight songs that were programmed into your keyboard by the manufacturer. Each program includes bass, chords, and rhythm, as well as an appropriate registration, slide control settings, however, are not programmable so you can adjust them to your taste.
- To program the complete accompaniment and registrations of your favorite songs into Digital Memory Packs.
- To playback these accompaniment parts you've programmed into the Digital Memory Packs so you can play the melody.

PLAYING THE PROGRAMMED SONGS

The music for the eight songs programmed by Technics is in the songbook that came with the owner's guide. NOTE: the printed chord accompaniment was simplified after programming by Technics for ease of playing with Auto Play Chord.

Suppose you wanted to play song no. 3 — here's all you do:

1. **Press Fullband Setting Computer** (FSC) button. The LED light goes on.

2. Within about five seconds, **press the white key numbered** [3]. When you do, the light above the FSC button goes out and the lights go on above the various voices and controls used to program this song.

3. **Press Start & Stop** to start the rhythm and accompaniment — and play the melody.

You can also use the playback method described on the page titled "Playing Your Technics Is Easy."

NOTE: You can change the voice and effect controls when you playback the programmed songs, the musical contents in the memory cannot be changed, however.

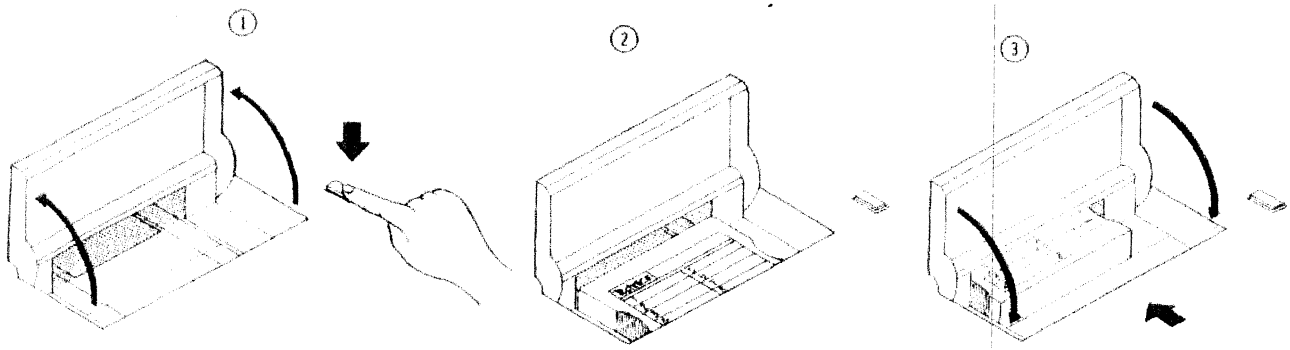
PROGRAMMING YOUR OWN SONGS

This operation requires the use of a programmable Digital Memory Pack. One was included with your instrument. If you need more, your Technics dealer has these available.

All you do is press button marked "push open" to raise the cover (1). Insert the Digital Memory Pack as shown (2), and press forward into place (3). Close the cover, and you're ready to go.

With the Digital Memory Pack in place, above the control panel (as illustrated), you can enter eight of your favorite songs into it by way of the white keys numbered [1] through [8] — the same keys used to play the songs preset by Technics.

● In the K250, when all songs are more than 50 chords, up to four songs can be stored.



1. **Press Record**. The Transpose, Program Chord Computer, and Fullband Setting Computer LEDs flash rapidly.

2. **If you want to use the Transpose feature at this time, use the steps outlined in section** (7). NOTE: If Transpose is to be used at the beginning of a song, its LED light should be on. If, on the other hand, you wish to use Transpose later in the song, or not use it at all, the LED should be off.

3. **Press Record again** (only if you use Transpose) **and then Program Chord Computer**. (Enter the chords of the song as they appear on the music. You can make up to fifty (K150) or one hundred (K250) chord entries per song. Don't forget to press End when you're finished. The LED for the Chord Computer will remain lighted.

4. After using Transpose and the chord computer, **press the voice, effect and rhythm controls** you wish to use.

Once you've decided which rhythm to use, stop the rhythm. If you wish to add an introduction, this is the time to press Fill In & Intro.

5. **Press Record and then Fullband Setting Computer.**

6. Within about five seconds, **press white key no. [1]** for storage of your song. This completes the program/storage process, the Record and FSC lights go out.

● In the K250, when storing a song with more than 50 chords, press any two adjacent white keys, for example, key no. [1] and key no. [2]. If only one key is pressed, a short beep will sound. Also, if 2 keys are pressed simultaneously for songs with less than 50 chords, a short beep will sound.

Using the same procedure, you can store your favorite songs with the rest of the keys as well. You can also, at any time, replace any song in the Memory Pack with another selection.

It's a good idea to write the song titles on the outside of the Digital Memory Pack.

PLAYING THE SONGS YOU PROGRAMMED

With the Digital Memory Pack in place:

1. **Press FSC button.**

2. **Press white key no. [1]** — or whichever key has the number of the song you wish to play. The LED's above the controls you used in your program now go on.

● In the K250, when playing a song with more than 50 chords, simultaneously press the 2 adjacent white keys in which the song is stored.

3. **Press Start & Stop and play the melody.**

For an alternate way to playback your songs, see the page titled "Playing Your Technics Is Easy."

NOTE: When a Digital Memory Pack is in place, the eight songs preset by Technics cannot be played back.

ENGLISH

OPTIONS AND CONNECTIONS

This page shows the optional accessories that are available for your Technics keyboard. These can make your instrument more versatile and fun to play than it already is.

Also indicated are the many possible connections to the end and rear accessory panels.

Exp. Pedal

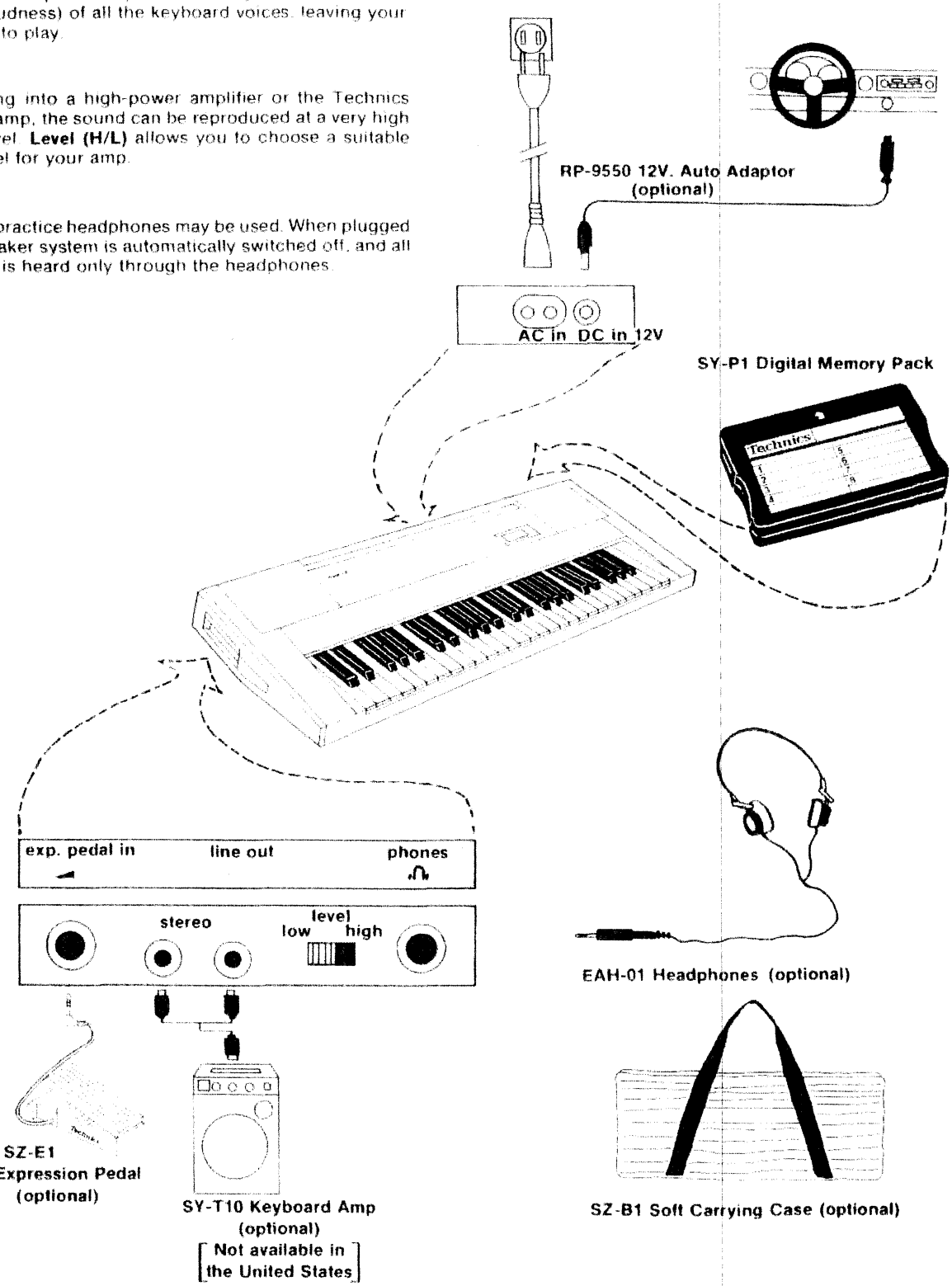
The optional expression pedal allows you to control the volume (loudness) of all the keyboard voices, leaving your hands free to play.

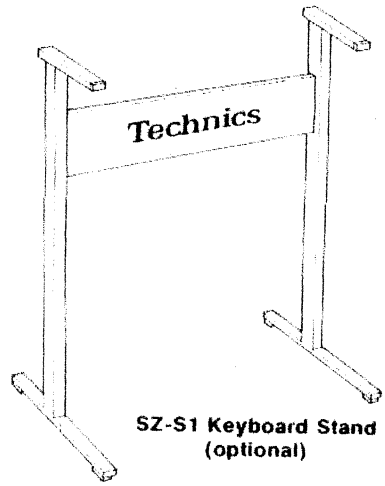
Line Out

By plugging into a high-power amplifier or the Technics keyboard amp, the sound can be reproduced at a very high volume level. **Level (H/L)** allows you to choose a suitable output level for your amp.

Phones

For silent practice headphones may be used. When plugged in, the speaker system is automatically switched off, and all the sound is heard only through the headphones.





SZ-S1 Keyboard Stand (optional)

CAUTION

POWER SOURCE

This unit can operate on either an AC or an auto battery power source. Connections are shown on the previous page.

- The auto adaptor (option) is designed for exclusive use with a 12V negative ground system. Before connecting, be sure to check that the electrical system is 12V negative ground. Never use any auto adaptor other than that specified.

- When operating the unit on auto battery, remove the AC power cord from the rear panel.

OPERATING PRECAUTIONS

1. Never touch the power cord or plug with wet hands; don't pull the power cord. NEVER use a damaged power cord for any appliance. Moreover, the power cord should never be forcibly bent, and should be lengthened only by a professional electrician.

2. Avoid extreme temperatures, moisture and direct sunlight. Do not leave the unit in a closed car for long periods; extreme temperatures can damage the unit.

3. Do not drop or hit the unit. Any excessive impact may cause damage. In transporting the unit, be sure to use suitable packing, such as the optional carrying case, to protect it.

4. Do not permit water or metal objects to enter the unit. Also, do not permit foreign items to enter the memory pack receptacle. Such items can result in electrical shock or unit malfunction. Should some such article get inside any part of the instrument, totally disconnect the power cord and contact the store where the keyboard was purchased.

5. Do not attempt to tamper with the unit or touch the internal mechanisms. This may lead to a malfunction or an accident.

6. Turn the unit off when not in use. When you use AC power, appreciable current remains present even with the Play Switch turned off. If unit will not be used for a long time, unplug the power cord.

7. Do not use chemicals such as thinner for cleaning the unit. To clean the keyboard, use a soft cloth, slightly dampened with water and a mild detergent.

8. If operation seems abnormal, immediately press Play Switch off, disconnect the power cord plug from the electrical outlet, and contact the store where the keyboard was purchased.

SERVICE MUST BE CARRIED OUT BY DEALER OR OTHER QUALIFIED PERSON.